SOFEL™

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SOFEL™

NES-4K-USA

KLASH BALL™

HOW TO PLAY KLASHBALL

Welcome to the 23rd Century.

THANKS FOR SELECTING SOFEL'S KLASHBALL GAME PAK.

We suggest that you read this instruction booklet thoroughly to insure maximum enjoyment of your new game. Then save this booklet for future reference.

CAUTIONS DURING USE

1) If you play for long periods, take a 10 to 15 minute break every hour or so.
2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
3) Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
5) Store the Game Pak in its protective case when not in use.

This game is licensed by Nintendo for play on the:

Nintendo ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

The official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game has been manufactured under license from Mirrorsoft Limited, England. Design and concept by Tim Blaney Brothers, music and sound FX by David Whittaker and graphics by Mark Coleman Design. Published in Europe by Mirrorsoft Limited under the Image Works label. Mirrorsoft and Image Works are trade marks of Mirrorsoft Limited.

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WARNING

Do not use with Front or Rear Screen Projection TV.

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither SOFEL Corp. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Read Before Using Your NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Compliance With FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Park 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

Take yourself into the 23rd Century where teams of techno-gladiators play *KlashBall*. Based on the "primitive" 1990 games of soccer, basketball and hockey. Two five-man teams will be pitted against each other in an arena full of fierce futuristic twists such as a ball launcher, warp tunnels, and magnetically charged bounce domes.

Suited in armor, you must use strength and speed to maneuver a three-kilo energy sphere into your opponent's goal. However, this is more than just a game of power, strategy plays an important part in conquering your opponent's team whose unique skills and weaknesses differ from yours. Whether you fight it out in a single Match or defeat an entire league to triumph in the 'Power Bowl' Finals, be prepared for a game so real it's in your face!

GAME PLAY

The game is played by two teams in an arena. Each team consists of 4 player characters and a goalie character. The purpose of the game is to score by shooting the ball against the opponent's goal. The game is played within a limited time period. The team that has scored more goals after time has elapsed will be the winner.

KlashBall can be played by yourself (1 player) or by you and a friend (2 players). In a 1-Player game, you play the game against opponents automatically controlled by the computer. In a 2-Player game, you play the game against your friend.

There are Knockout and League in a 1-Player game. In the Knockout, you must win 2 out of 3 Rounds to win the Match. You must defeat 10 opponents in a row to win the championship. The opponents become increasingly difficult as the Matches progress.

In the League, you play a single Round with an opponent once a week for an entire season. Your team ranks among 11 teams based on the number of Matches you have won and lost. If your team ranks within the top 3 at the end of the season, you can go into "Power Bowl" finals, consisting of the Semi Final and the Grand Final.

There are Knockout and Single Round in a 2-Player game. In the 2-Player Knockout, the team that has won 2 out of 3 Rounds will be the winner.

In the 2-Player Single Round, you only play 1 Round with your friend.

GAME OPERATIONS

Push Start button while the title is displayed, or wait for the Select Game menu, which will be displayed after a short period of time.

GAME SELECTION

Make your choice from the Select Game menu using the Up and Down key on the Control Pad, then press "A" button. If you have not selected any game within about 30 seconds, the demo game will automatically start. You can stop the demo game by pressing any key.

Select Game Menu

1 Player - Human vs.Computer
Select KNOCKOUT or LEAGUE, then press "A" button.

2 Players - Human vs.Human
Select KNOCKOUT or SINGLE ROUND, then press "A" button.

Time - Sets time of each round.
Select 1, 2 or 3 minutes, then press "A" button. (default: 2 min.)

Instructions - Shows summary of the game instructions.
Make your choice from the Instructions menu, then press "A" button. Press "A" or "B" button to return to the Instructions menu.

Note: • Press "B" button while each submenu is displayed to return to the Select Game menu.
• Press Start and Select buttons at the same time after the ball has been launched to stop the game play and return to the Select Game menu.
• Press Start button after the ball has been launched to pause game play; press Start button again to continue game.

GAME PLAY

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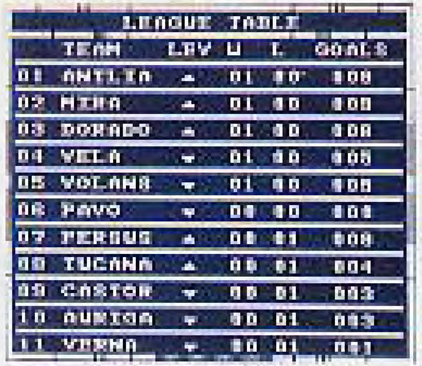
1 PLAYER

K N O C K O U T

- Select your team from the 3 teams: Verna, Lacata or Draco; each team's status (Power, Skill and Stamina levels) are displayed.
- Before each Round, status of your opponent's and your team will be displayed.
- After each Round, you can use your Power Coins (see "Power Coins" paragraph) to choose options to improve your team's status and chances of winning.
- If you win the Round, bonus Coins equivalent to your goals will be added to the other Coins you have collected.
- If you win the Round, you will receive one Crown.
- If the Round ends in a tie, you must play a 1-minute Overtime.
- You must win 2 Crowns to win the Match.
- Your team's status is carried over to the Match with your next opponent.



1 PLAYER

L E A G U E

- Select your team from the 3 teams: Verna, Lacata or Draco; each team's status (Power, Skill and Stamina levels) are displayed.
- Before each Round, status of your opponent's and your team will be displayed.
- After each Round, you can use your Power Coins (see "Power Coins" paragraph) to choose options to improve your team's status and chances of winning.
- If you win the Round, bonus Coins equivalent to your goals will be added to the other Coins you have collected.
- After choosing "Power Coins" options, League Table will be displayed to show ranks of the teams.
- If the Round ends in a tie, you must play a 1-minute Overtime.
- You play only a single-round Match.
- If your team ranks within the top 3 at the end, you can go into "Power Bowl" Finals, consisting of the Semi Final and the Grand Final.
- Your team's status is carried over to the Match with your next opponent.

2 Players

K N O C K O U T

- Select team of player 1 out of the 3 teams, then select team of player 2 from the remaining ones.
- Before each round, teams' status will be displayed.
- After each round, player 1 can choose options for Power Coins (see "Power Coins" paragraph) to improve the team's status and chances of winning, then player 2 can do the same.
- Bonus Coins equivalent to the winner's goals will be added to the other Coins the winner has collected.
- If the Round ends in a tie, a 1-minute Overtime must be played. A player must win 2 out of 3 Rounds to win the Match.

S I N G L E R O U N D

- Procedure is the same as 2-Player Knockout, except you play a single-round Match.

Player Control

•In a 1-Player game, your team wears red and will always face the goal at the top.
•In a 2-Player game, player 1 controls the red team and will always face the goal at the top.
•In a 2-Player game, player 2 controls the green team and will always face the goal at the bottom.
•The player under your control is highlighted by an arrow pointed at the player.
•Use the Control Pad to move your player up, down, right and left.
•To possess the ball, touch it.

Continued on next page.

Running

Fast Running

Jumping

Tackled

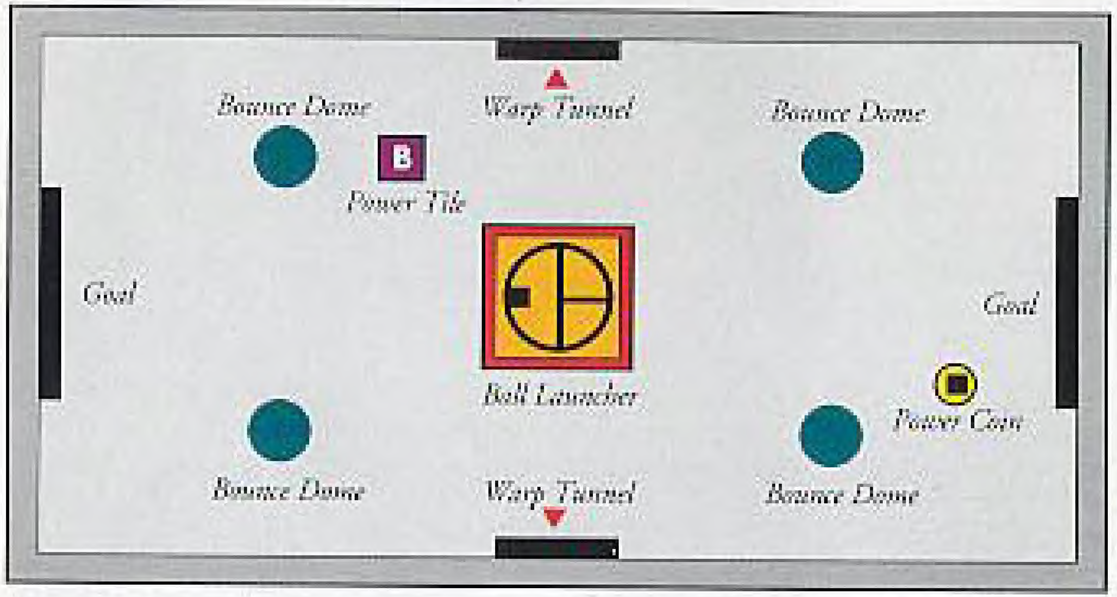
PLAYER CONTROL CONTINUED

- Press "A" button quickly to shoot the ball.
- Hold "A" button longer to loft the ball high.
- Press "A" button to jump and catch the ball above your player.
- Press "B" button while your player is moving to make him momentarily move faster.
- Press "B" button to tackle an opponent that is in front of your player.
- It depends on your team's Skill level whether or not you succeed in tackling.
- A tackled player's Stamina level will decrease; this amount depends on the other team's Power level.
- The player who has lost his Stamina will slow down.
- If you succeed in tackling an opponent carrying the ball, you will possess the ball.

GOALIE CONTROL

- When your goalie is in view, you control both one player and the goalie using the Control Pad.
- To make your goalie dive sideways, press the "B" button while moving in the corresponding direction.
- As soon as the goalie touches the ball, he will automatically throw it out toward the center of the arena.

THE ARENA



KlashBall takes place in a steel-walled, steel-floored arena, 160 feet long by 90 feet wide. The walls are 30 feet high. There is a goal mouth (4 feet high) centered at each end of the arena.

Warp Tunnels - At the midpoint of each side wall is a warp tunnel (5 feet high). A pass into the warp tunnel sends the ball shooting out the opposite side at the same speed and angle at which it entered. Use the warp tunnels to pass the ball to teammates on the other side of the arena.

Ball Launcher - The ball launcher, located in the center of the playing area, begins each play by rising out of the playing floor, rotating and firing the ball in a random direction. Similar to a face-off in hockey, players struggle for possession of the ball after it is released.

> Note: • When "KB" tile appears on the ball launcher, a player who possesses the ball can run across it and change the ball into an orange "KlashBall." When a "KlashBall" is thrown, it will curve just in front of the goal and can be a goal barrier, if present.
> • When "Skull & Crossbones" tile appears on the ball launcher, a player who runs across it will momentarily be out of play.

Bounce Domes - Located at various locations, bounce domes are magnetically charged barriers that rise above the floor. Bounce domes emit electrical energy that repels the ball, but permits players to run over them with no effect. Bounce domes appear in different formations for each match.

Timer - The timer is displayed at the bottom center of the game screen. The timer stops whenever the ball is not in play. The timer starts blinking when only 30 seconds remain; broken beep tones will sound during the last 10 seconds.

Stamina Meters - At the bottom of the screen are stamina meters that display the current stamina level of the highlighted players. The stamina level of player 1 is shown on the left next to the red "E." The stamina level of the highlighted computer player (player 2 in a 2-Player game) is shown on the right next to the green "E."

POWER COINS

Select Options Menu

- Power Coins appear at various locations on the floor of the arena during gameplay.
- To collect a Coin, you must run over it.
- After each round, the coins you collect can be used to improve your status and chances of winning. There are 5 options you can choose:

Extend Time - requires 2 coins
Extra Stamina - requires 3 coins *Extra Skill - requires 4 coins*
Extra Power - requires 6 coins *Extra Goal - requires 8 coins*

POWER TILES

- Power Tiles are rotating squares that appear at various locations on the floor of the arena during gameplay. Run over the tiles to pick them up.
- The tiles you pick up go into effect immediately and have a temporary effect on your opponent's or your team.
- The effects vary based on the letter displayed on the tile.

B *Block opponent's shots. (Small goal barrier appears in front of your goal and moves sideways.)*
D *Decrease your opponent's stamina.*
F *Freeze the opposing team except goalie for 8 counts (The countdown will appear on the bottom of the screen)*
G *Get the ball.*
I *Increase your team's stamina.*
P *Protect your team for 8 counts (i.e., cannot be tackled).*
R *Reverse the direction keys on your opponent's Control Pad for 8 counts (2-Player game only).*
S *Slow down the opposing team's speed for 8 counts.*

90 DAY - LIMITED WARRANTY

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